

# The Wrestling Extravaganza Has Begun!!

The best athletes from all over the world gather each year to participate in a tournament to find out who is the ultimate wrestler. This year's tournament is about to start with 16 athletes gathered to claim the title of ultimate wrestler, however they will need to learn to work together in order to be tag team champions. Will the wrestler or team you choose emerge victorious and become the champion in the singles or tag team divisions!!

<b>★</b> Match Types·····1	
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※このゲームは最高4人まで同時にプレイできますが、2人以上で遊ぶ場合は別売のコントロールパッドとマルチタップ等が必要です。

Play with up to 4 players at the same time, but if you want to play with more than 1 player you will need additional control pads and multi-tap accessory (sold separately)

# MATCH TYPE

At the title screen choose from one of the three different match types. Each match type has the following options for number of players and winning conditions.



SINGLE MATCH		Point System
		Best of 3
		Point System
		Best of 3
		Point System
		Best of 3
		Best of 3
5 VS 5		Elimination System
ELIMINATION MATCH		Elimination System

- With only 1 controller connected, when you try to select a n option other than 1P VS COM, the selection will be canceled.
- If you want to return to the title screen during the game, you can reset by pressing the select button while holding down the run button.

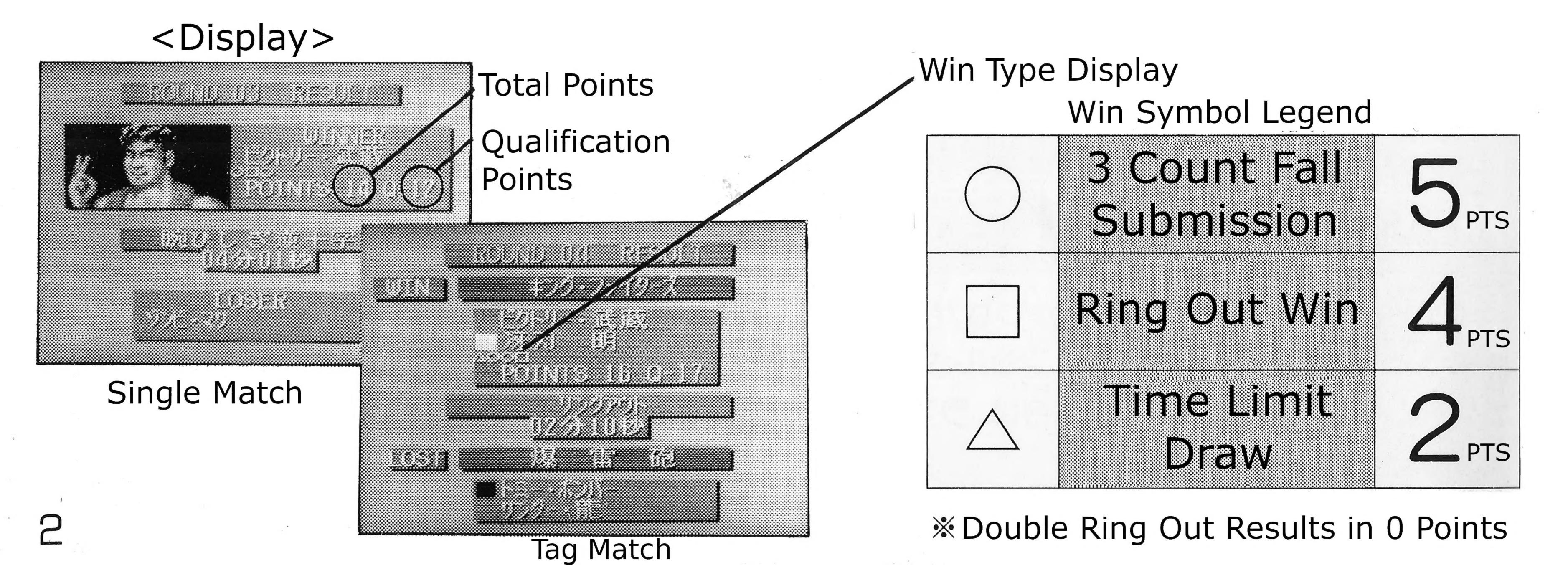
## \* Match Rules

## 

- Win by securing a 3-count pin fall on your opponet
- Win by applying a submission hold on your opponent and have them give up
- Win when your opponent can not return to the ring from the outside by a 20 count
- lacktriangle If a wrestler climbs the corner post and stays on top for up to a 5 count
- Falls and submissions will be canceled during a rope break

## OPoint System Rules

During the tournament matches, points will be awarded to how the wrestler won. (A loss is 0 points) If the total score reaches or beats the opponent's ranking score you can proceed to the next match. If you do not reach the score required, you can attempt a rematch up to 3 chances. If you beat 15 people in a single match, or if you defeat 7 teams in tag match, you will become the champion.



# © Best of 3 Rules

Wrestlers will compete in up to 3 matches with no time limits. The wrestler to secure 2 victories first will win. If a match ends in a draw the victor will be determined as follows

First Match Draw......Both wrestlers will be given one win and the champion will be determined in the next match

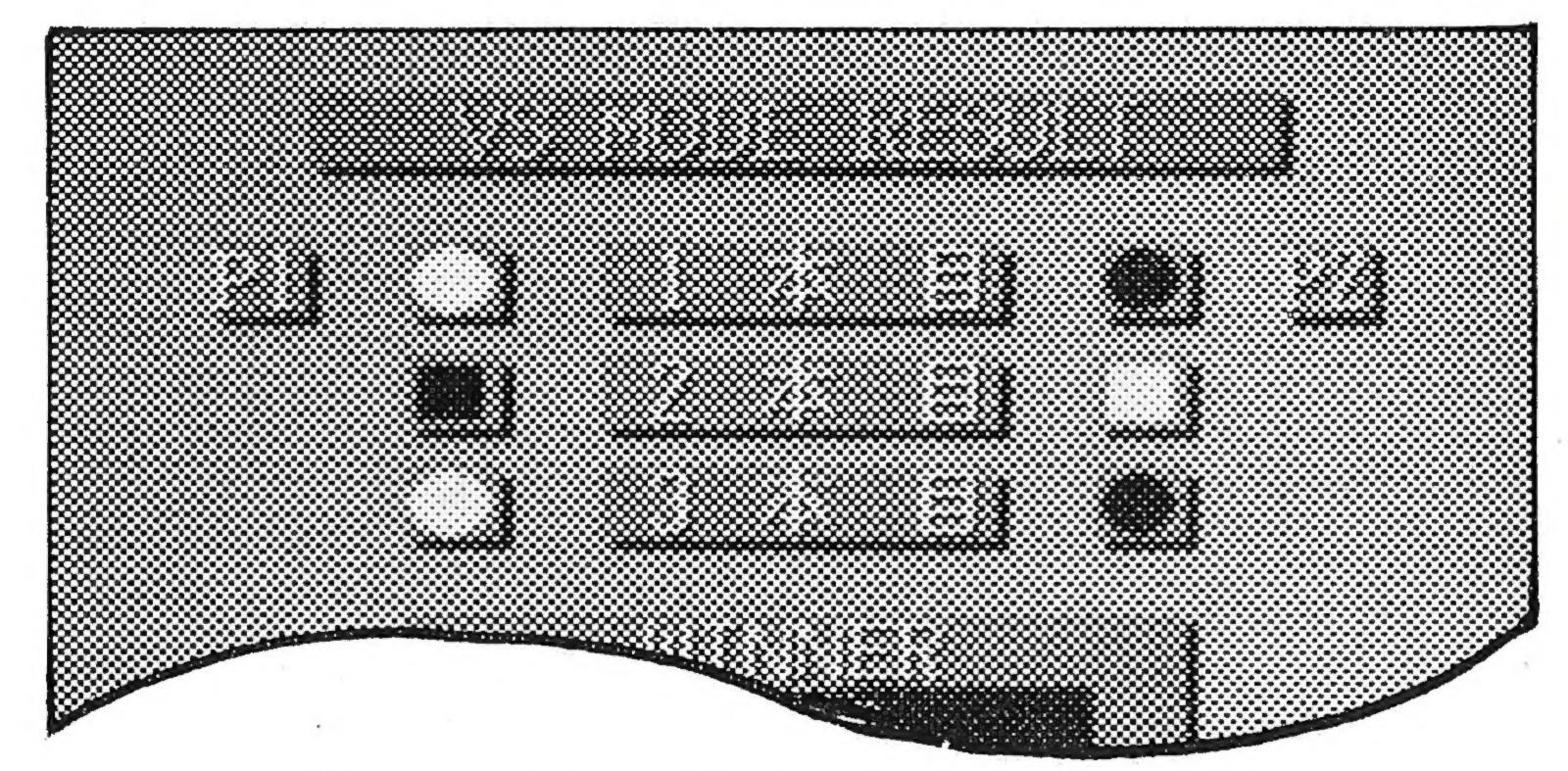
Second Match Draw....Winner of the first match will be declared champion Third Match Draw......The Final Result is a Draw

# © Elimination Rules

Create two teams of 5 wrestlers from the 16 wrestlers roster. The first wrestler will face the opposing teams opponent and the winner will proceed to to the next match facing the next wrestler until defeated. In the case of a double ring out both wrestlers will be removed and the next two wrestlers will begin a match.

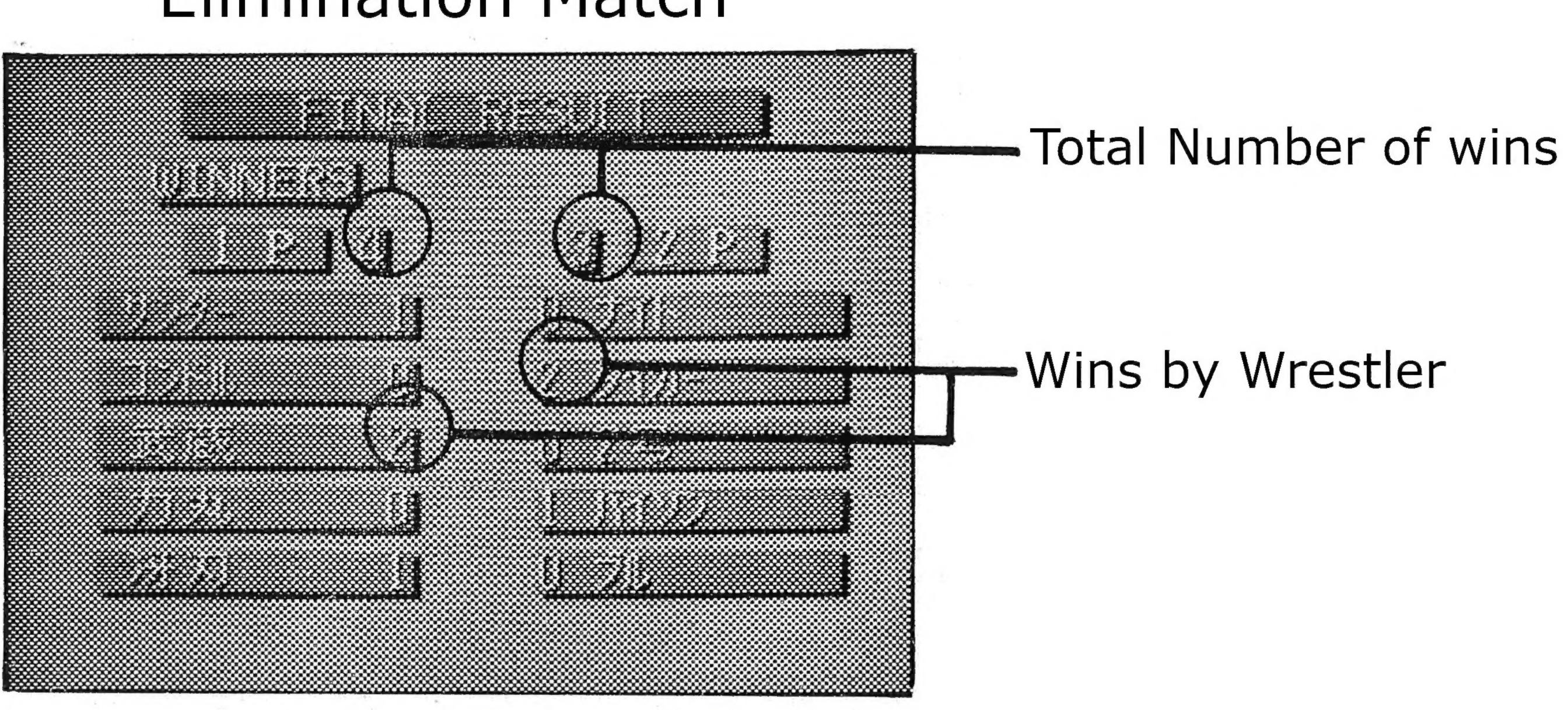
<Result Display>

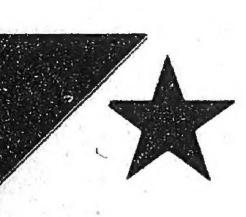
Best of 3 Falls Match



The winning wrestler receives a white symbol, and the losing wrestler receives a black symbol. The meaning of the symbol is the same as the point system symbols.

## Elimination Match





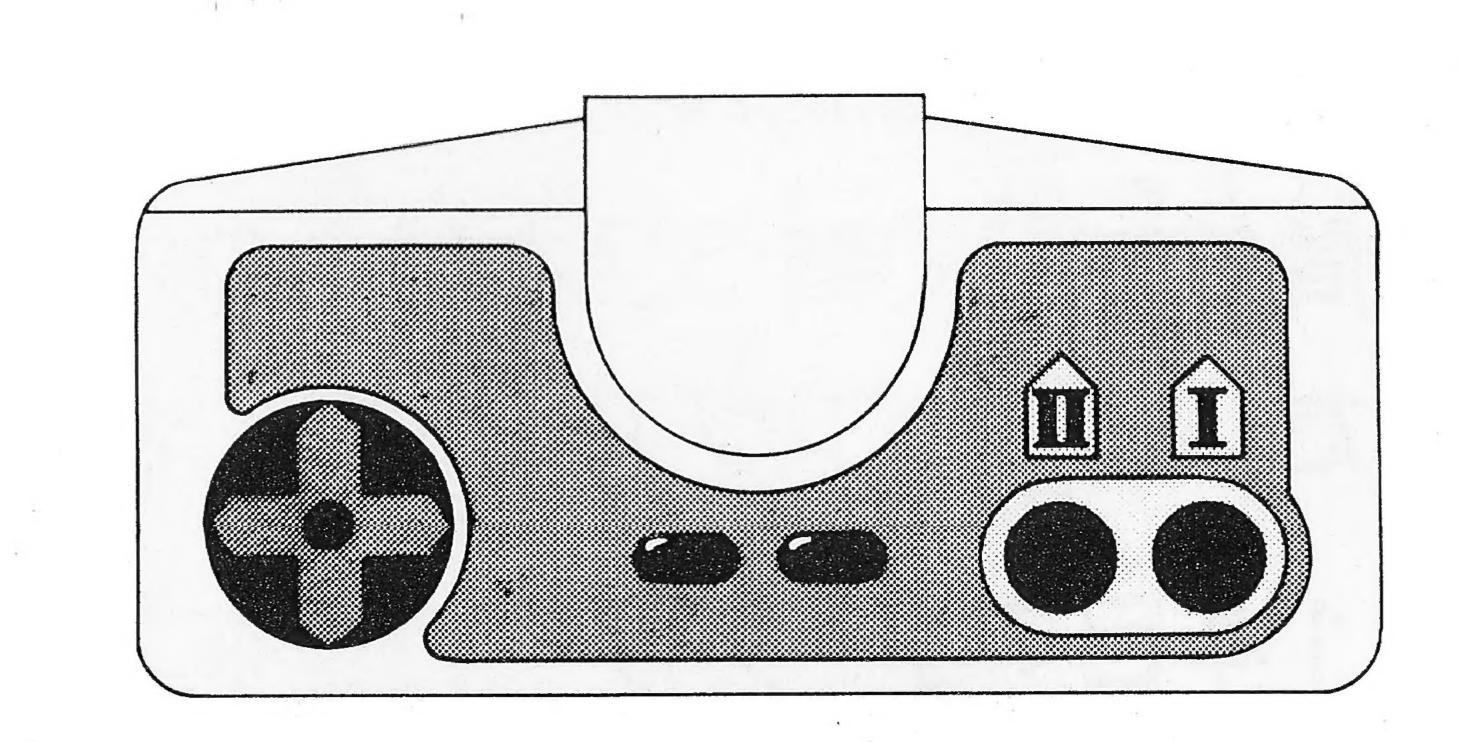
# Controls Part

(in the same of the match)

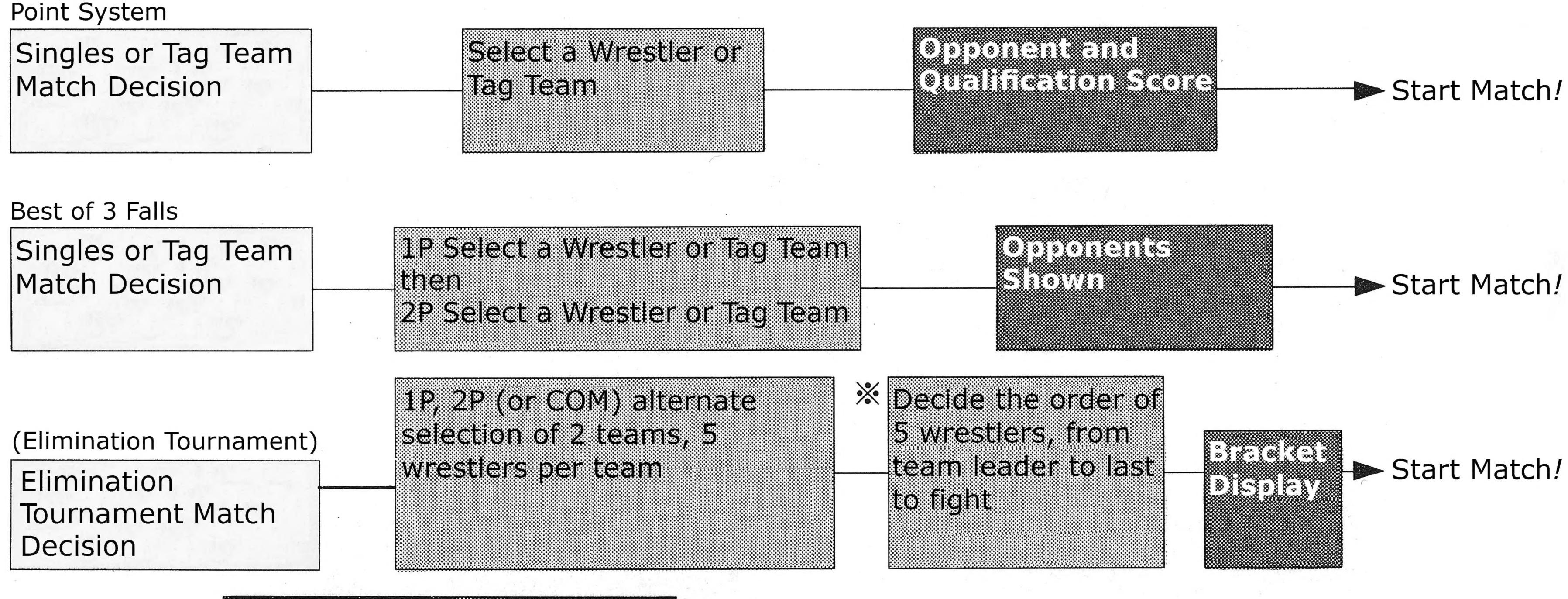
Direction Keys..Scroll through wrestler or tag team I Button......Selection of wrestler or tag team II Button......Not used

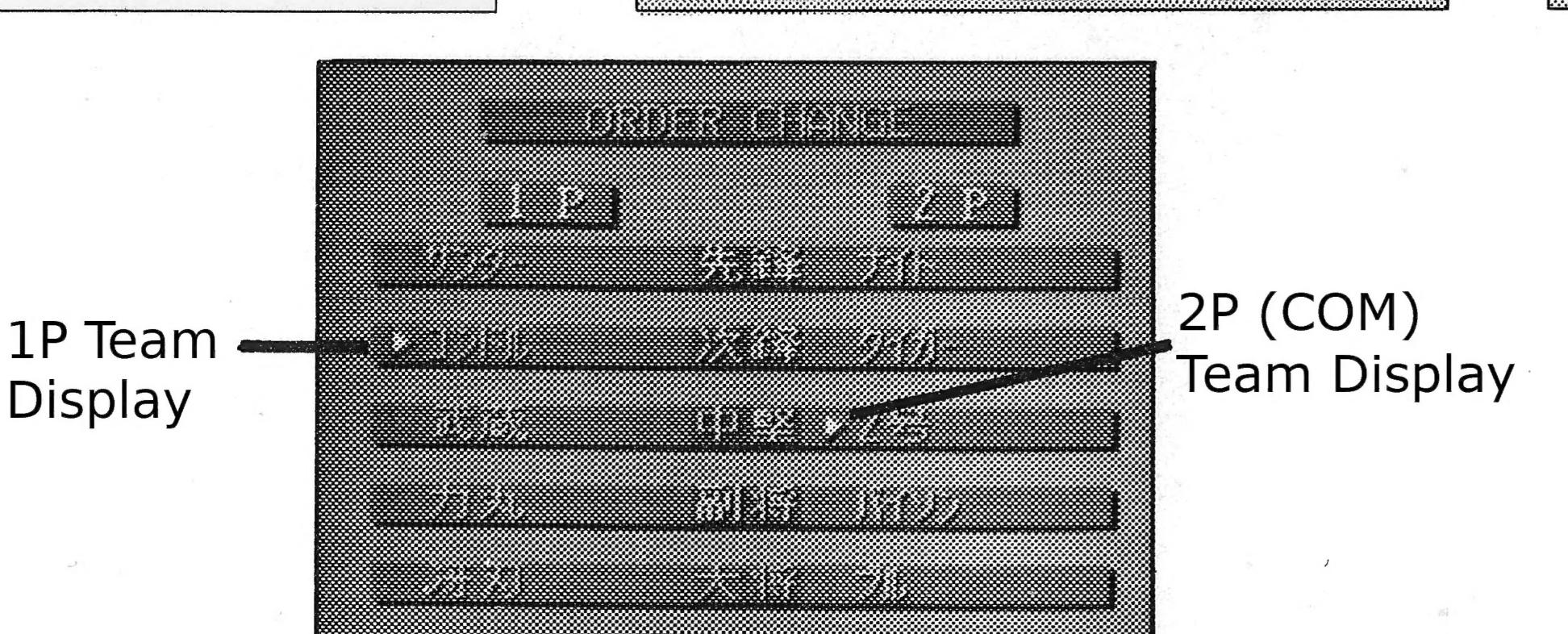
Select button...Match Type and Options

Select button...Match Type and Options Run Button....Decision, Start Game



### ( Game Start and Options Screens





If you want to change the wrestler's order, first press the I button on the wrestler above that you would like to move down in order. When the wrestler's name starts blinking red move to the name of the wrestler you would like to switch out and press the I button to swap wrestlers.

- OControls (During the Match)
  - -Wrestler Basic Controls-
- Direction Keys.. Move, Escape Submission (Press rapidly)
- I Button....... Skills (See wrestlers page), pin an opponent, medium strike, (Tag as shown in the picture below. Press button while pressing the direction key towards tag team partner)

Blue Corner

II Button......Skills (See wrestlers page), weak strike, pick up downed opponent

Run Button..... Skills (See wrestlers page), submission, Heavy strike. Run (Press direction key in the direction you want to run)

To stop running press the opposite direction key to the direction that your wrestler is running

Select Button.. Pause



- To climb to the top rope. Go to the corner and press the direction key towards the ring post plus the I or II button to climb up the corner. Press the I or II button and down to climb down.
- If your opponent is knocked out of the ring press the I or II Button plus the direction closest to the ropes to exit the ring to the outside.
- To re-enter the ring from the outside, press the direction key towards the mat and the I or II button to enter the ring.
- When being thrown with an Irish whip, you can stop yourself from running by pressing the I Button the moment you begin to bounce off the rope.
- When you apply submission holds to an opponent outside of the ring you can press the I Button at any time of the submission and it will break the submission hold. (Only outside the ring, not inside the ring)

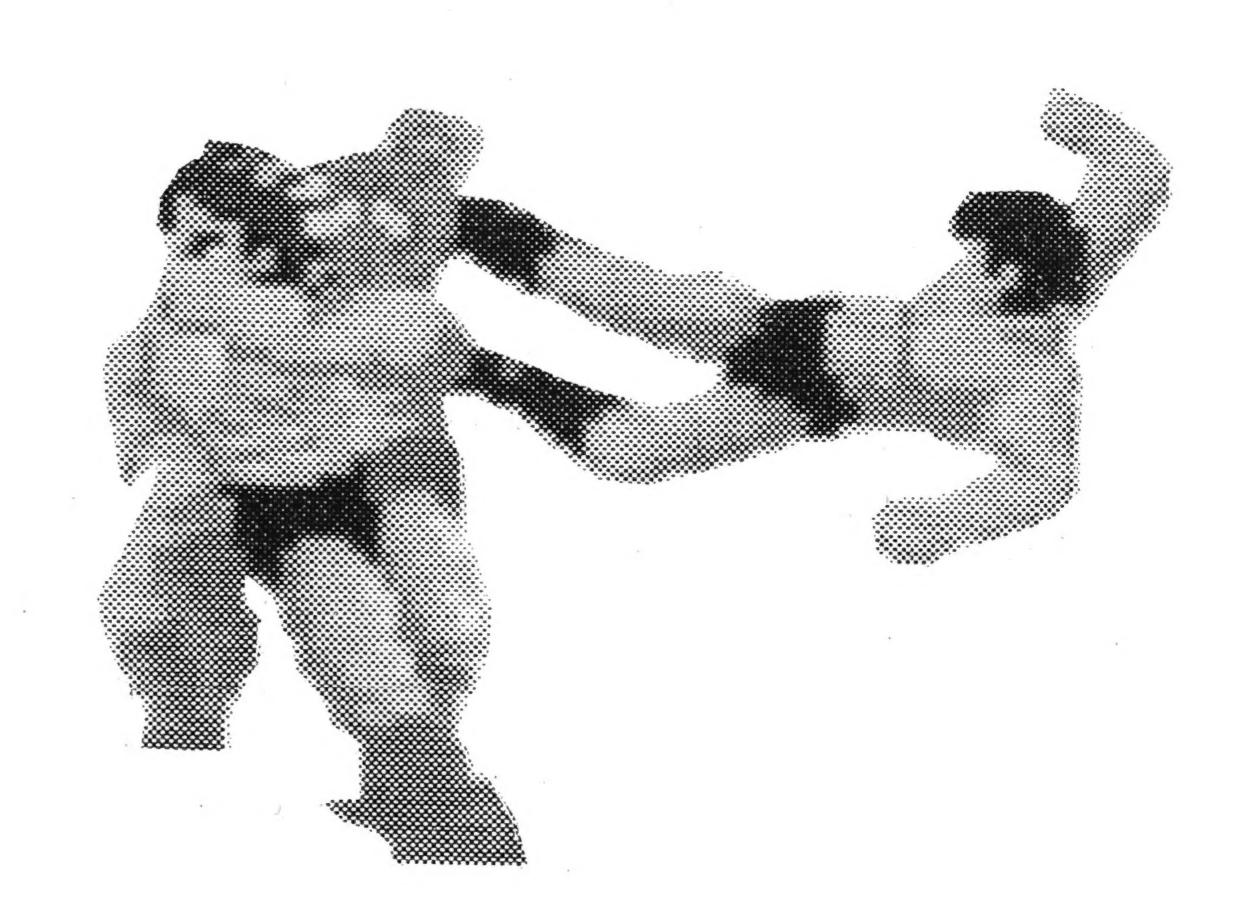
Red Corner



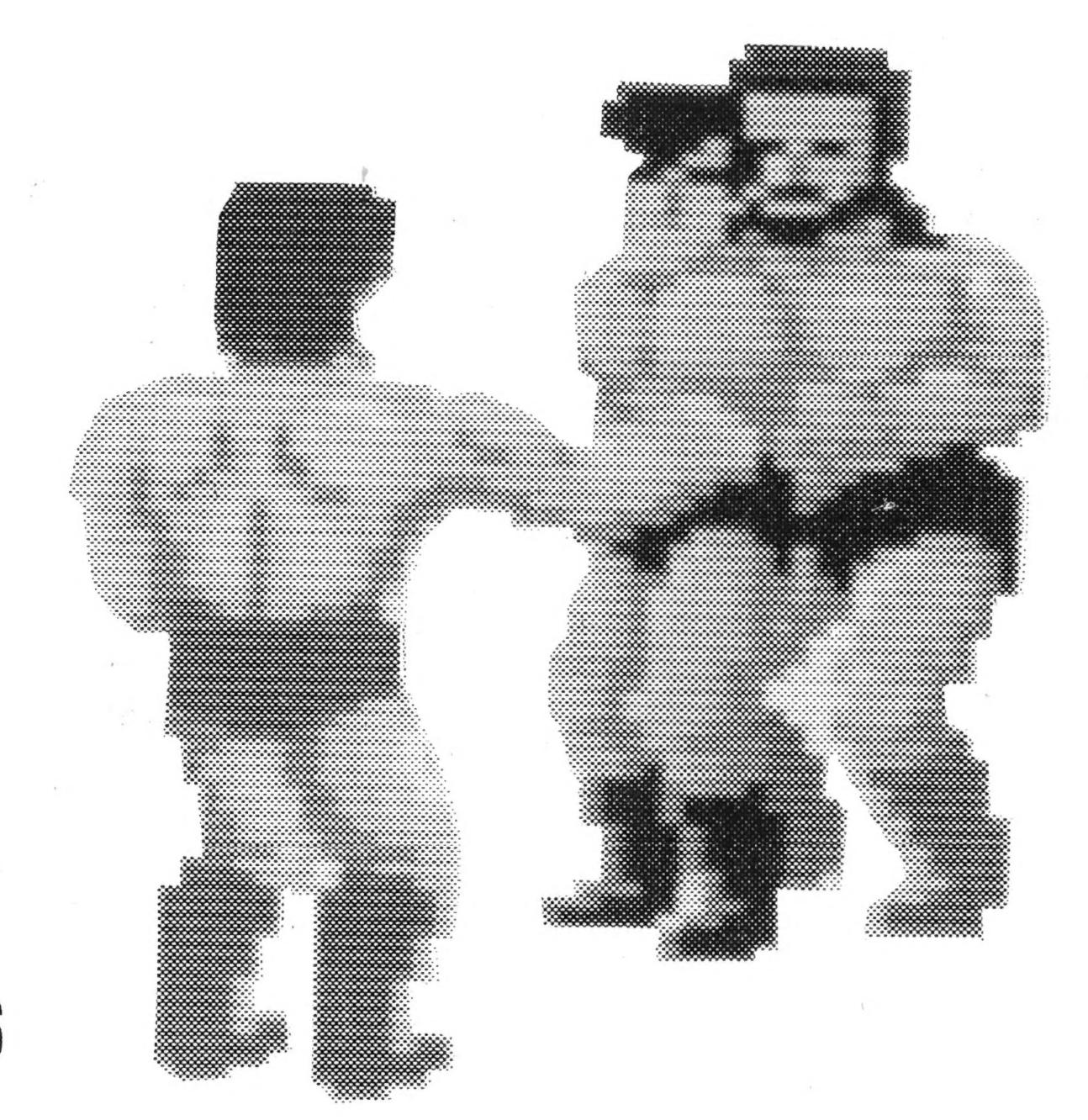
# Controls Part 2

- Tag Team Controls
  (Only when 1 player game)
- Enter the ring for interference

When a teammate is being pinned or in a submission, the wrestler outside on the ring apron may enter the ring by pressing the I button. At this time the opponent's team member may enter the ring to prevent interference by pressing the I button. (Members will be automatically returned to the outside ring apron after interference)



When a wrestler has been knocked to the outside of the ring, team members may get down from the apron with the I button to fight on the outside. (Team members are returned automatically when both legal wrestlers enter the ring again)



Holding back opponent

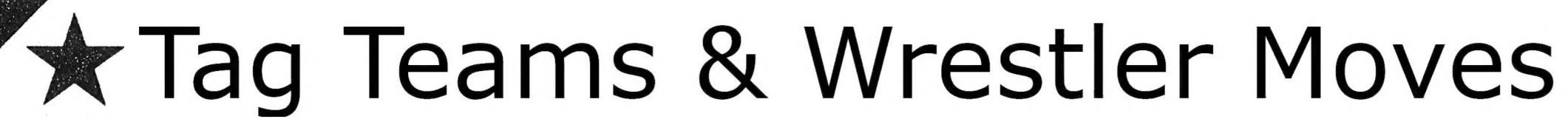
After a tag, both wrestlers may enter the ring. One wrestler can hold the opponent back by pressing up or down on the direction key and the I button. The other team member may then attack the opponent. (In a fixed amount of time team members will be returned outside to the ring apron after tag)

O Double Team Moves

When in proximity to each other when one player enters a grapple the other player or wrestler can press the I button to execute a double team maneuver. There are double brain busters, body slams, back drops, atomic drops and other techniques wrestlers can use.

#### Damage Detection

- Strong Stance Your wrestler is at max stamina and will decrease when you receive damage and will decrease little by little as the match progresses.
- Arm Damage If damage is caused to your arms, it will decrease your stamina and will not recover during the match. As you lose stamina, your arms will fall, and the power of throwing techniques and lariat will drop.
- Leg Damage If damage is done to the wrestler's legs his stamina will be reduced and will not recover during the match. Leg damage will cause walking speed to be lower and loss of power to aerial move and kicks.
- \*\* Between rounds of the best of 3 falls match, the wrestler's stamina recovers from the previous match but does not recover completely.



Tag Team Name

Catchphrase

### Name

Nickname

D.O.B Height, Weight

Country

Style

II

RUN

When Running I

Grapple I +↔

I + ↑

 $I + \downarrow$ 

Grapple II

RUN

Back Grapple I

RUN

RUN+↔

Running Counter Button II

Top Rope Manuever

Plancha

Mat Submission Move RUN

## 

Victory is the only option in wrestling!!!

## Victory Musashi



Legend of the Struggle

1948.3.7 186 cm,105 Kg

Yokohama, Japan Judo, Karate

## Low Kick High Kick

☆Enzui Giri

Drop Kick Shoulderblock

Backdrop Suplex Armbreaker

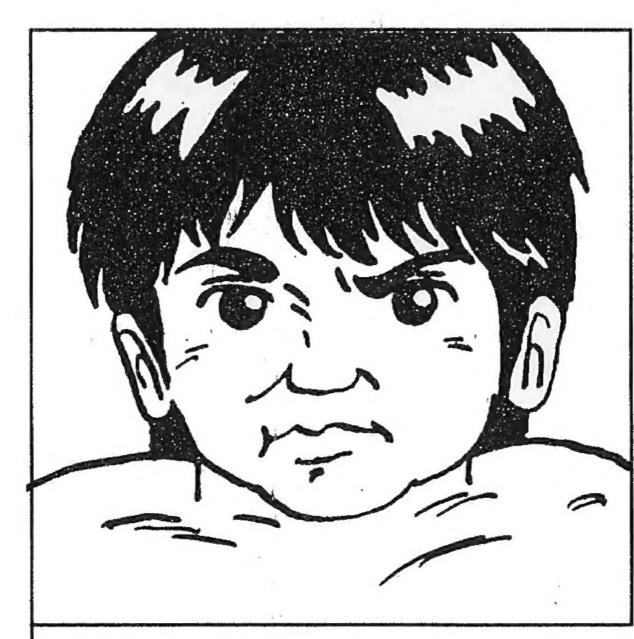
Body Slam Octopus Hold

Backdrop Octopus Hold German Suplex

Chop

Crucifix Arm Hold

## Akira Saeha



The World Fighting King

1957.9.4 192 cm,110 Kg

> Osaka, Japan Sumo

## Low Kick High Kick Drop Kick Jumping Knee Pat Backdrop 2 Arm Suplex Capchudo

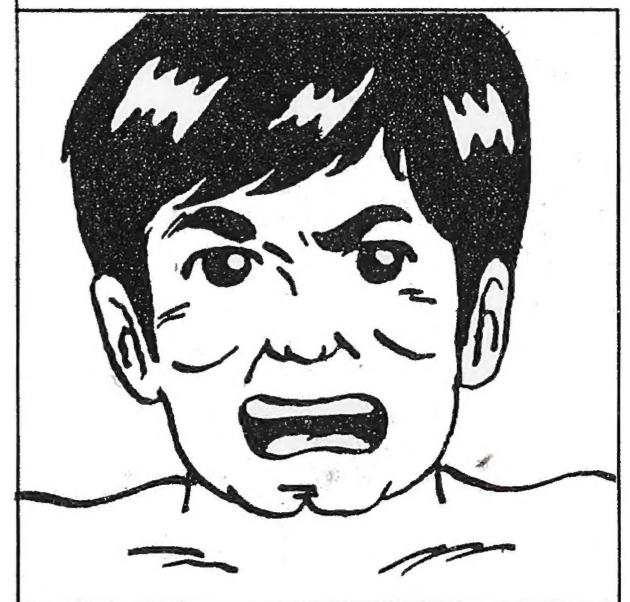
Gutwrench Suplex Abdominal Stretch Backdrop Abdominal Stretch German Suplex

Back Elbow

Figure Four

## 

Countering strikes Tommy Bomber



Powerful Bomb

1954.7.15 192 cm, 110 Kg

Makioka, Japan Amature Wrestling

Toe Kick Punch Drop Kick Lariat ☆Jumping Knee Pat Backdrop 2 Arm Suplex Piledriver

Gutwrench Suplex Abdominal Stretch Backdrop Abdominal Stretch German Suplex Chop

Figure Four

## 

with bombs!

## Thunder Ryu



Thunder Warrior

1952.12.8 185 cm,105 Kg

> Katsuyama, Japan Sumo

Toe Kick Palm Strikes Enzui Giri

Lariat Jumping Knee Pat

Backdrop Suplex

☆Powerbomb

Gutwrench Suplex Abdominal Stretch

Backdrop Octopus Hold German Suplex

Chop



Figure Four

## 

Masa's experience is lent to his partner for the ultimate team Catchphrase

### Hurricane Rikimaru



The Last **Patriot** 

1951.6.7 185 cm,110 Kg

Seoul, South Amateur Wrestling

## Zombie Masa



**Immortal** Monster

1945.8.15 190 cm,115 Kg

Tokyo, Japan Amateur Wrestling

Toe Kick Punch Drop Kick Lariat

Shoulderblock

Backdrop Suplex

Piledriver

Body Slam Abdominal Stretch

Backdrop Abdominal Stretch German Suplex

Back Elbow



Low Kick High Kick Big Wheel Kick

Drop Kick Jumping Knee Pat

☆ Backdrop 2 Arm Suplex Capchudo

Gutwrench Suplex Abdominal Stretch

☆ Backdrop Abdominal Stretch German Suplex

Back Elbow

Sasori Gatame

Tag Team Name

#### Name

Nickname

D.O.B Height, Weight

Country

Style

RUN

When Running I

Grapple I  $+\leftrightarrow$ 

" I + ↑

Grapple II

RUN

Back Grapple I

RUN

RUN+++

Running Counter **Button II** 

Top Rope Manuever

Plancha

Mat Submission

Move

RUN

#### ※ Star mark ☆ on table shows the wrestlers special move

Tag Team Name

Catchphrase

o Beat down your opponents with dirty tactics

o Top Contenders the Stan Bison

### Name

Nickname

D.O.B Height, Weight

Country

Style

 $\mathbf{I}$ 

1.1

RUN

When Running I

.

Grapple I +↔

" I + ↑

" I +

Grapple II

RUN

Back Grapple I

"" RUN

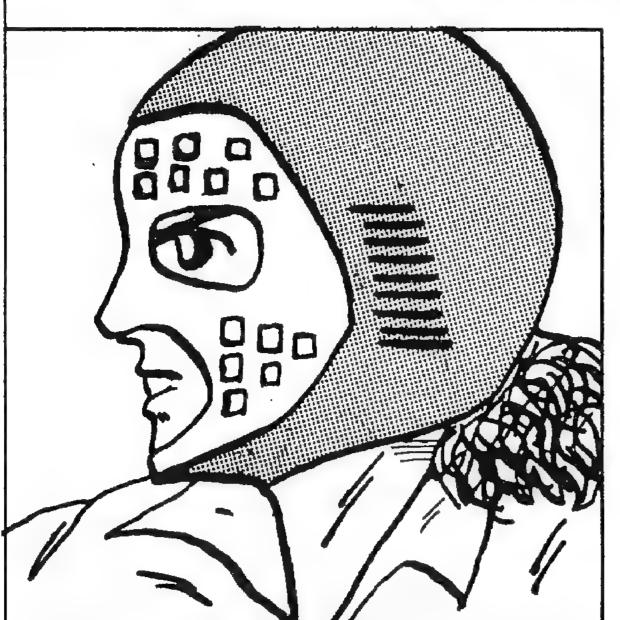
" RUN+↔

Running Counter
Button II

Top Rope
Manuever

Plancha

Mat Submission Move RUN Pirate I



Toe Kick

Drop Kick

Backdrop

Suplex

☆Foul Play

Body Slam

Atomic Drop

Sleeper Hold

Backdrop

Back Elbow

Sleeper Hold

Abdominal Stretch

Shoulderblock

Punch

Lariat

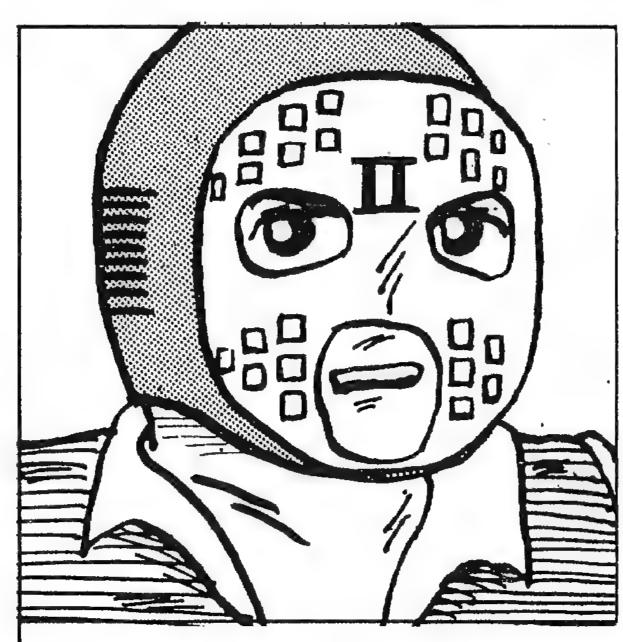
Masked Murderer

Unknown 190 cm,120 Kg

Parts Unknown

Unknown

Pirate II



Killing Machine

Unknown 192 cm,122 Kg

Parts Unknown

Unknown

Toe Kick

Punch

Drop Kick

Lariat

Shoulderblock

Backdrop

Suplex

☆Foul Play

Body Slam

Abdominal Stretch

Atomic Drop

Sleeper Hold

Backdrop

Back Elbow

X

X

Sleeper Hold

Bull of the Ring

1948.2.29 200 cm,150 Kg

America

Football

Toe Kick
Punch
Drop Kick

Shoulderblock

Backbreaker

Suplex

Piledriver

Body Slam

Backbreaker Backdrop

Surfboard

Backdrop

Back Elbow

X

X

Sleeper Hold

## powerful duo

## Big Great Bull



Intellectual Monster

1951.5.27 201 cm,145 Kg

America

Football

Toe Kick
Punch
Drop Kick
Drop Kick

Shoulderblock

Backbreaker

Suplex

Piledriver

Body Slam Backbreaker

Atomic Drop
Surfboard
Atomic Drop

Back Elbow





X

Sleeper Hold

## 

Multi-dimensional wrestling power

### Mascara Condor



Extradimensional Bird of Prey

Unknown 180 cm,100 Kg

Mexico

Unknown

## Rolling Solebutt High Kick Drop Kick

☆Flying Cross Chop
Jumping Knee Pat
Backdrop
Suplex
Armbreaker

Hip Toss
Abdominal Stretch
Backdrop
Abdominal Stretch
German Suplex

Back Elbow



 $\bigcirc$ 

Figure Four

## Mascara Eagle



Extradimensional Eagle

Unknown 180 cm,102 Kg

Mexico

Unknown

Rolling Solebutt High Kick Drop Kick

☆ Flying Cross Chop
Jumping Knee Pat
Backdrop
Suplex
Armbreaker

Hip Toss
Abdominal Stretch

Backdrop Abdominal Stretch German Suplex

Back Elbow



Figure Four

Tag Team
Name
Catchphrase

### Name

Nickname

D.O.B Height, Weight

Country

Style

I

II

#### RUN

When Running I

, //

Grapple I +↔

" I + ↑

" I + ↓

Grapple II

RUN

Back Grapple I

"" RUN

" RUN+↔

Running Counter
Button II

Top Rope

Manuever

Plancha

Mat Submission

Move RUN

#### ※ Star mark ☆ on table shows the wrestlers special move

Tag Team Name

Catchphrase

## Name

Nickname

D.O.B Height, Weight

Country

Style

I

11

RUN

When Running I

//

Grapple I +↔

" I +

" I + ↓

Grapple II

" RUN

Back Grapple I

// //

RUN

" RUN+↔

Running Counter
Button II

Top Rope Manuever

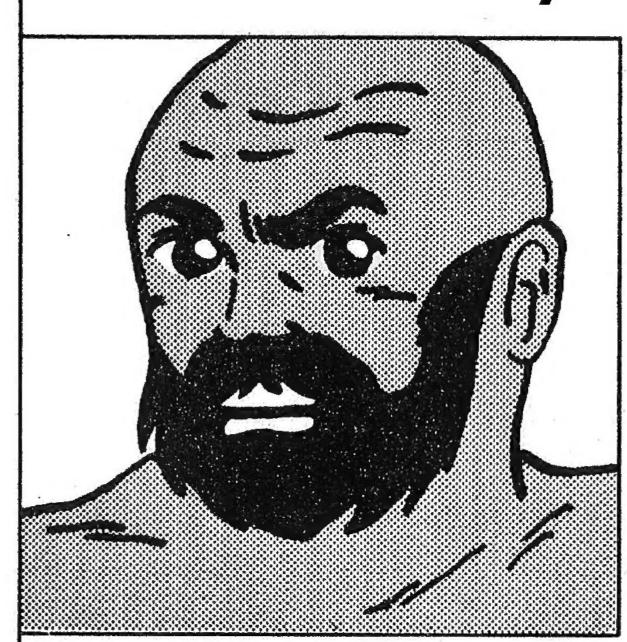
Plancha

Mat Submission
Move RUN

## 

Mixture of dirty tactics and shoot wrestling

Bloody Allen



Toe Kick

Toe Kick

Backdrop

☆Headbutt

Foul Play

Suplex

Chop

Armbar

Body Slam

Atomic Drop

Sleeper Hold

Back Slide

Shoulderblock

Punch

Lariat

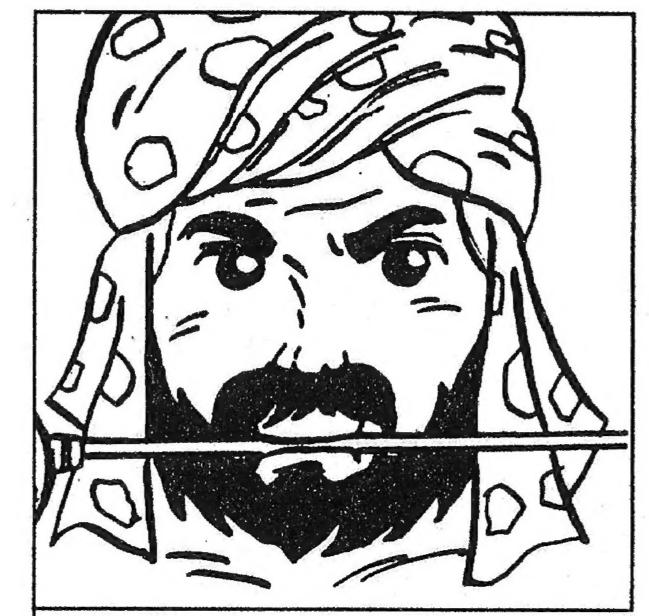
Evil Giant

1951.4.1 192 cm,120 Kg

Canada

Judo

Mad Tiger



Bloodthirsty Tiger

1944.8.12 190 cm,115 Kg

India

Wrestling

Toe Kick Punch Toe Kick

Shoulderblock Shoulderblock

☆Cobra Claw
Head Bite
Foul Play

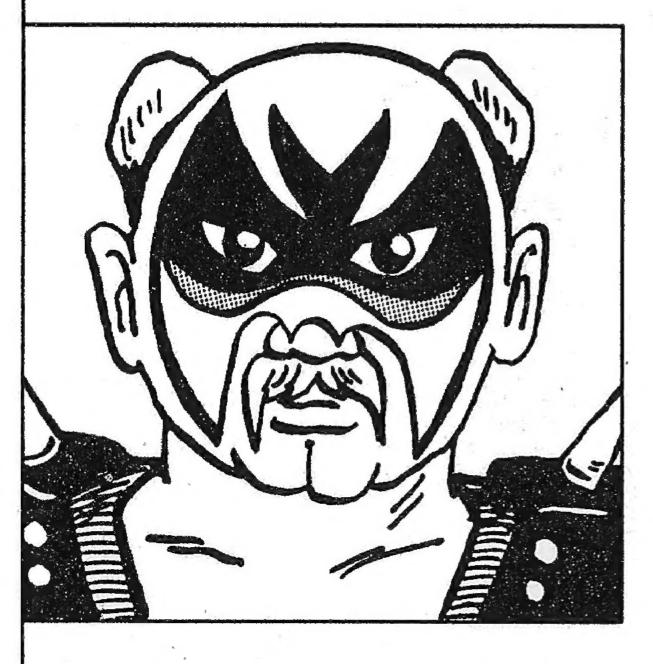
Body Slam Suplex

Backdrop
Sleeper Hold
Backdrop

Chop

☆Cobra Claw

Heavy hitting tag team Knight Blaster



Messenger of Darkness

1961.6.6 190 cm,120 Kg

America

Brawling

High Kick Punch Drop Kick

☆Flying Lariat
Shoulderblock
Backdrop
Suplex
Pile Driver

Lift Slam
Argentine Backbreaker

Atomic Drop Surfboard German Suplex

Back Elbow

 $\bigcirc$ 

X

Sleeper Hold

# focused on powermoves Iron Blaster



Devil's Messenger

1959.6.6 203 cm,152 Kg

America

Brawling

Toe Kick
Punch
Drop Kick
Flying Lariat
Shoulderblock
Backbreaker
Suplex
Pile Driver

☆Lift Slam

Argentine Backbreaker

Atomic Drop
Surfboard
Atomic Drop

Back Elbow

X

×

Sleeper Hold

## Other Controls (Common for all wrestlers)

- Button II+ D pad....... Tag in your partner near the ring post. While at your team's corner of the ring press the II button plus the direction on the dpad towards your partner.
- To Irish whip press button I and direction key while in a grapple.. You can then attack on the rebound
- Back Grapple Press I.... Counter the attack

## Other Techniques (Select wrestlers)

- Climb a corner post and button I...... Flying body press (Great Bull only, Guillotine drop)
- Climb a corner post and button II...... Flying knee drop
- Run towards an opponent outside the ring......Flying plancha and press button I at the ropes

## Tips for Winning Matches

#### 1. Get the Timing!!

A move is performed when the wrestlers grapple and pressing the button the moment the wrestlers lower and bend their knees!

It is hard to pull off a move before the wrestlers lower

#### 2. Grapple from the Back!!

If you go behind your opponent and grapple from behind, you can easily apply advanced techniques

Even when you grapple from behind, execute the move the moment both wrestlers lower!!

#### 3. Make your opponent bleed!!

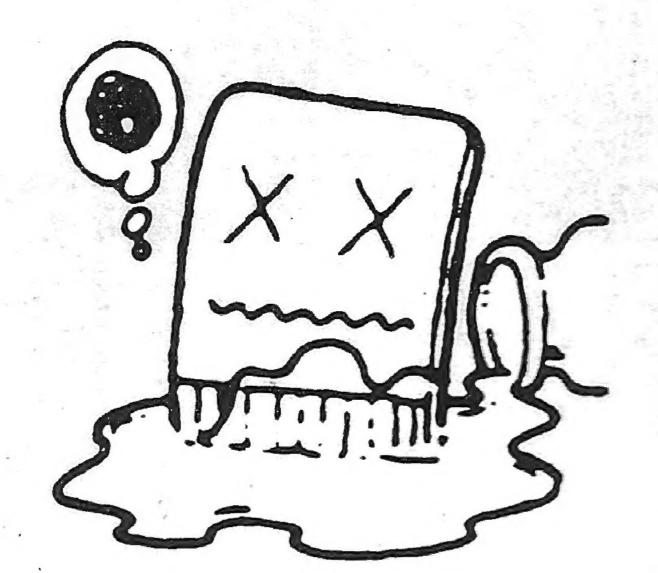
Depending on your wrestlers' techniques, you can make your opponent bleed This will cause your opponent's stamina and physical strength to lower!

At this time, we would like to thank you for purchasing Fire Pro Combination Tag Match and thank you so much for supporting us.

Game card can not be used under extreme temperature and humidity conditions. This is a precision device and avoid use and storing in these conditions. Do not bend card and do not drop.



- Do not touch card pins or wet them with water or let them get dirty with dust. Doing this will cause failure.
- Do not clean with volatile substances, such as thinner, benzine, etc.



- Play from the television when playing as far away as possible (2 meters) with your neck at a natural angle.
- For health reasons, when playing for extended periods take short breaks of 5-10 minutes sporadically during game play.



1 HUMAN CREATIVE

# ・別がは、ヒューマン株式会社

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